

Nicholas Ventimiglia

C# • Azure • MVC • Android • iOS • Xamarin • Unity3d

I am a full stack developer with over 10 years' experience in C#, Azure, Unity3d, and Xamarin. I excel at building end to end solutions with a scalable networking layer. I also enjoy building tools, and I am passionate about building loosely coupled UIs with a good separation of concern.

Technologies

- Over 10 years of C#
- Asp.net MVC / WebApi
- Live Video / WebRTC
- Finished products with Xamarin
- High grossing Unity3d games
- Java, NDK, and iOS experience

Achievements

- Built an internal supply ordering system for Los Angeles County.
- Senior Unity3d developer at Playtika, maker of #1 rated Bingo Blitz.
- Lead developer at AgriSync, an agricultural support vertical.
- Built the Xamarin and Unity3d clients for Realtime Framework.
- Built Unity3dFoundation, a 'Parse like' cloud platform.
- Built the first (and only) PCL compliant dot-net web-socket library.
- Built my own online action game targeting mobile, StarTrigger.
- Worked on BattleFleet2, the WW2 themed multiplayer strategy game.
- Built Ghost Hunter VR, a survival shooter for Google Cardboard.

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Playtika / Caesars Interactive

Senior Front End Developer
2015-2016

- Worked on Bingo Blitz, #1 grossing bingo and slots game.
- Bingo Blitz handles about 50,000 concurrent users.
- Took ownership of the bingo gameplay module.
- Responsible for SmartFox and the back-end communication layer.
- Built tools for delivering dynamic content to the users in real time.
- Hosted companywide training and education.

AgriSync

Team Lead
2014-2016

- AgriSync is a vertical for support, media sharing, and video conferencing.
- Developed a mobile app using Xamarin targeting iOS and Android.
- Developed a WebApi and Mobile Services based back end service.
- Developed an ASP.NET MVC based website with a MSSQL database.
- Custom Twilio SMS based authentication service.
- Managed a development and dev ops team based out of India.
- Developed an Azure based mobile service for data delivery.
- Made use of blob storage, worker jobs, and Azure Media Services.
- Integrated real-time data synchronization between clients.
- Made of use WebRTC for real time video conferencing
- Worked with designers to present a polished UI.

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Realtime Framework

Unity3d / Xamarin Contractor
2014-2015

- Realtime is a web-socket as a service IASS provider.
- Realtime's infrastructure can support millions of concurrent connections.
- Developed the Unity3d SDK package.
- Developed the Xamarin SDK package.
- Write packages for messaging and storage (DynamoDB)
- Wrote native bridges for IOS, Windows Universal, and Droid NDK.
- Build sample applications and wrote documentation.
- Provided support and troubleshooting services.
- Built the only PCL and TLS compliant C# nugget package.

Simple Systems / LADPSS

Managing Partner
2003-Current

- Worked with county officials to design and develop an implementation.
- Serviced as principal technical contact for county officials.
- Built a supply requisition and management system.
- Built an order solution with horizontal and vertical approvals.
- Custom account solution with group based authorization.
- Made use of ASP.NET, MVC, Bootstrap, MSSQL, and Redis
- Managed county wide support and educational services.
- Serve over 13,000 county employees across hundreds of district offices.
- Services continue to this day with minimal maintenance.

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Battle Fleet 2

Contractor, 2014

- Battle Fleet 2 is a multiplayer strategy game with a WW2 theme.
- Implemented many api's including Parse, Photon, and Azure.
- Implemented a strategic AI which made heavy use of graph traversal.

Foundation

Owner, 2015

- Parse like C# back end service written using WebApl, MSSQL and Redis
- Supports ODATA queries with custom un-typed objects.
- Supports OAUTH authentication and guest authentication.

SignalMQ

Owner, 2016

- Custom networking solution for Unity3d, Xamarin, and DotNetCore
- Abstracted transport with support for UDP, TCP, and Web Sockets.
- Optional MVC style routing layer.
- Over 15,000 ops and 1,000 ccu's on a \$5 Digital Ocean box.

Star Trigger

Owner, 2014

- 2D multiplayer space shooter in the spirit of Subspace or Space War!
- 4 Ships with over a dozen weapons and abilities.
- Custom AI which makes use of cloaking to sneak up on noobs.

GhostHunter VR

Owner, 2015

- Augmented Reality Zombie shooter targeting the Google Cardboard.
- Result of a 3 day game jam.
- Google Play integration for high scores.

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Social Collaboration

I have a very active online presence. I am a strong believer in development advocacy and helping my peers. Feel free to take a look at my social profiles. For code samples, check out Github where I have many open source libraries.

Blog	Http://nicholasventimiglia.com
GitHub	Https://github.com/NVentimiglia
LinkedIn	Http://lnkd.in/nventimiglia
Stack Overflow	Http://stackoverflow.com/users/1583273
Reddit	Http://www.reddit.com/user/nventimiglia/
Facebook	Https://www.facebook.com/nicholas.ventimiglia
Playtika	Http://playtika.com
AgriSync	Http://agriSync.com
Realtime	Http://framework.realtime.co
Simple Systems	Http://simplesys.us
Foundation	Http://unity3dFoundation.com
Star Trigger	Http://starTrigger.com
Ghost Hunter	Http://ghostHunterVR.com
Battle Fleet 2	Http://battleFleetGame.com